

THE JOURNEY

Travel Between Adventures

The world beyond the dungeon is vast and perilous. When the Heroes travel between a completed Quest and their next destination—whether another Quest or a town—they must undertake The Journey. The Journey is resolved using tarot-sized Journey Map Tiles.

Determine travel length:

The Dungeon Master rolls 3 Combat Dice.

- Each Skull rolled adds 1 Day to the Journey.
- Shields add nothing.

The Heroes must resolve 1 Journey Tile, plus 1 additional tile for each Skull rolled.

Example:

If 2 Skulls are rolled, resolve 3 tiles total.
Place each tile in a line to form the path.

TURN ORDER

Before resolving the first tile, determine turn order. Each Hero rolls 1 six-sided die (1d6).

- The Hero with the highest result goes first.
- Ties are re-rolled between tied Heroes.
- Each Hero resolves one tile per turn.
- If a tile results in combat, resolve it immediately. After combat ends, continue Journey rotation with the next Hero.

SETUP

1. Shuffle the appropriate Journey Deck.
 2. Reveal and resolve tiles one at a time.
 3. Place each tile in a line to form the path.
- Each tile must be fully resolved before revealing the next.

RESOLVING A TILE

When a Journey Tile is revealed:

1. Place the tile to extend the path.
2. Draw 1 Journey Event Card.
3. Read the Event aloud and resolve its effects immediately.

Unless stated otherwise, the Event affects all Heroes. After the Event is fully resolved, proceed to the next tile.

After the Event is fully resolved, that Hero's turn ends. The next Hero in turn order then reveals and resolves the next Journey Tile. Continue rotating in this manner until all tiles have been resolved.

If an Event causes combat, resolve it using normal combat rules. After the Event is complete, discard the Event Card. Reshuffle the discard pile if the Event deck runs out.

ARRIVAL

After the final tile is resolved, the Heroes reach their destination.

For even the shortest road may become a long and dangerous path...

Acid Burn



Acid splashes across your hand. Agony surges as flesh and steel alike begin to smoke.

You immediately take 2 Body Points of damage and roll 1 less Combat die on your next attack.

Ambush!



The Undead ambush the party!

1 to 2 Heroes = 2 Skeletons

3 to 4 Heroes = 3 Zombies

5 Heroes = 2 Skeletons, 2 Zombies

Place the appropriate amount of Undead on the squares furthest from the Heroes. The Undead may attack immediately.

Ambush!



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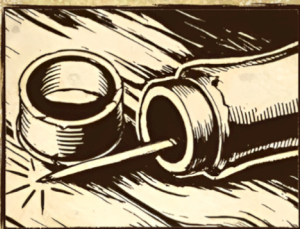
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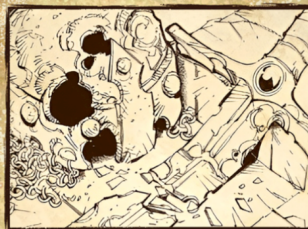
Anti-Poison Quill



You find an Anti-Poison Quill buried at the bottom of an old wooden crate.

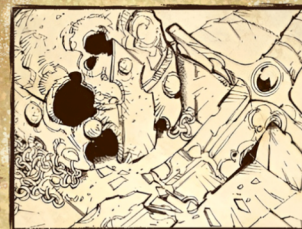
Record the artifact to your character sheet and shuffle this card back into the Journey deck.

Corroded Armor



The acid seeps into straps and joints. Metal flakes. Leather stiffens and cracks. Your most expensive (non-artifact) piece of armor is in disrepair, and it cannot be used until it has been repaired. The cost to repair the armor is half of the armor's value.

Corroded Weapon



Your weapon hisses as acid eats into it. Your most expensive (non-artifact) weapon is in disrepair, and it cannot be used until it has been repaired. The cost to repair the weapon is half of the weapon's value.

Dropped Potion



As you are navigating the acid pools a vial slips from your possession and shatters upon the stones.

You must discard 1 Potion of your choice.

If you are not carrying a Potion, nothing happens.





Gorehusk



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	5	5	4	1

You come across the infamous Gorehusk. Place the enemy on the square furthest from the Heroes. Gorehusk may then immediately start their turn.

Reward: 1 Relic Coin

Holy Water



Buried beneath a pile of acid stained bones you find a vial of Holy Water.

Record the equipment to your character sheet and shuffle this card back into the Journey deck.

Melting Path



Your boots sink into soft acid-slick ground. You take 1 Body Point of damage.

Mysterious Merchant



As you are traveling the acid pools, a mysterious merchant appears out of nowhere and offers to sell you a collection of items. Draw 4 cards at random from the Equipment deck or Lost Relics deck (the cards from the Equipment deck are offered at half price). Once all sales have been completed, the mysterious merchant vanishes as quickly as they had appeared.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Toxic Fumes



A thick green mist rises from the bubbling pools, stinging your eyes and burning your lungs.

The air grows heavy and difficult to breathe while also blurring your vision, which causes your progress to slow. The journey takes 1 additional day.

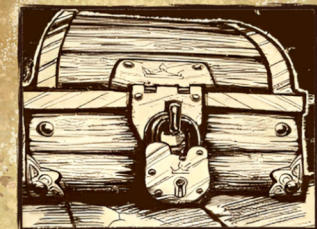
Treasure Chest



You stumble upon a treasure chest. Draw a Treasure card and resolve it. If a Wandering Monster is drawn use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Treasure Chest

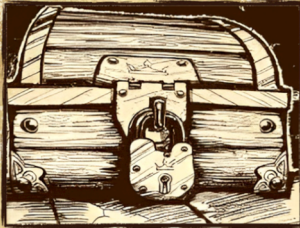


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Undead Bounty

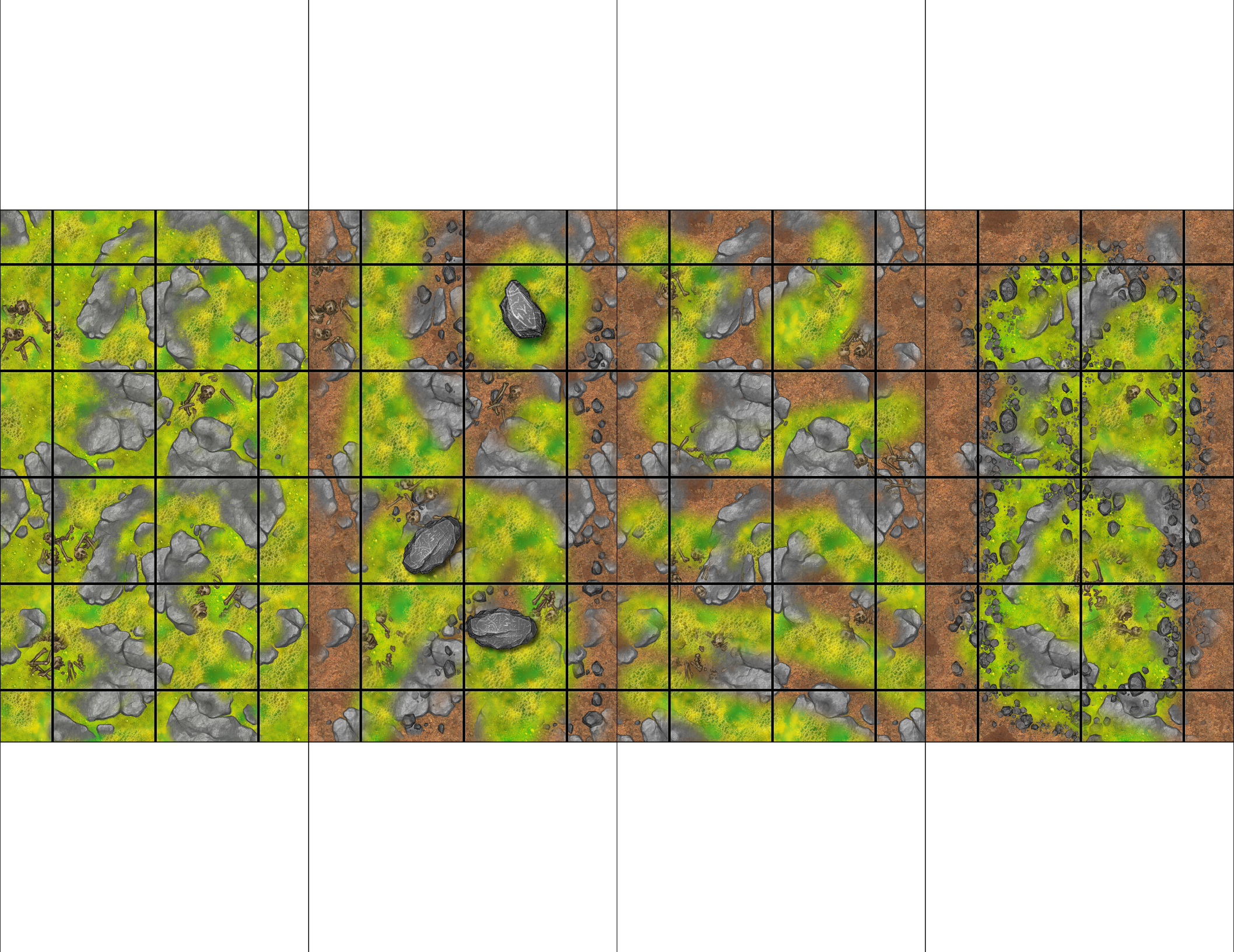


A priest of the Church has declared the restless dead are an abomination. A reward is being offered for their destruction.

While you are traveling the Acid Pools, each Undead that is defeated rewards 25 gold coins.













Ambush!



Dread Warriors ambush the party!

1 to 2 Heroes = 1 Dread Warrior

2 to 4 Heroes = 2 Dread Warriors

5 Heroes = 3 Dread Warriors

Place the appropriate amount of Dread Warriors on the squares furthest from the Heroes. The Dread Warriors may attack immediately.

Ambush!



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2 to 4 Heroes = 2 Dread Warriors

5 Heroes = 3 Dread Warriors

Place the appropriate amount of Dread Warriors on the squares furthest from the Heroes. The Dread Warriors may attack immediately.

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5 Heroes = 3 Dread Warriors

Place the appropriate amount of Dread Warriors on the squares furthest from the Heroes. The Dread Warriors may attack immediately.

Crypt Warden



The ground trembles as a horned figure rises among the tombstones. Hollow eyes burn as the undead minotaur lowers its head and charges.

Place a Minotaur on a space furthest from the Heroes. The Minotaur may then immediately start its turn.

Dread Fog



A thick black fog rolls across the land, swallowing the path in cold, choking mist.

Progress slows as the shadows close in. The Journey takes 1 additional day.

Dread Warrior Bounty



A Church-sealed notice warns of Dread Warriors in the Cursed Lands. A reward is offered for each one slain.

While you are traveling the Cursed Lands any Dread Warriors that are defeated reward 50 gold coins each.

Forgotten Crypt



A cracked stone crypt stands open in the cursed soil, its carvings worn by time. Cold air drifts from within.

Each Hero may draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey Deck.

Forgotten Crypt



A cracked stone crypt stands open in the cursed soil, its carvings worn by time. Cold air drifts from within.

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Each Hero may draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey Deck.

Necrotic Wind



A grave-cold wind cuts across the Cursed Lands, draining warmth and will alike.

All Heroes lose 1 Mind Point.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Restless Dead



The ground splits as skeletal soldiers rise, rusted armor hanging from their bones. They march again, as if the war never ended.

Place 2 Skeletons on the squares furthest from the Heroes. The Skeletons may attack immediately.

Shuffle this card back into the Journey Deck.

The Dead Rise



The cursed earth trembles beneath your feet. Cracked soil splits open as skeletal hands claw upward from shallow graves.

Each Hero rolls 1 combat die.

Skull = fight 1 Skeleton.

Resolve all fights.

The Weeping Dead



Pale maidens rise from the mist, their mournful cries turning to shrieks. In their endless grief, they lash out at the living.

Place 2 Specters on the squares furthest from the Heroes. The Specters may attack immediately.

Shuffle this card back into the Journey Deck.

Traveling Halberdier



While traveling the the Cursed Lands you encounter a traveling Halberdier. The mercenary may be hired by any one Hero to accompany them on their next quest for the price of 50 gold coins.

Unholy Altar



An open dark tome lies upon a carved altar, surrounded by melted candles, scattered bones, a skull, and a faintly glowing orb.

Roll 1 combat die.

Any Shield - Regain 1 spent spell or restore 2 Body Points.

Skull - Lose 1 Body Point and 1 Mind Point.



Wandering Priest



A lone priest walks the Cursed Lands, offering blessing and comfort to the living.

Roll 1 combat die.

White Shield - Restore 2 Body Points.

Black Shield - Restore 1 Mind Point.

Skull - Recieve 1 Holy Water.

Wraith Queen



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
9	6	4	5	5

Summon Specters, Dreadlights
You come across the infamous Wraith Queen. Place the enemy on the square furthest from the Heroes. The Wraith Queen may then immediately start their turn.

Reward: 2 Relic Coins



The Journey



The Journey



The Journey



The Journey

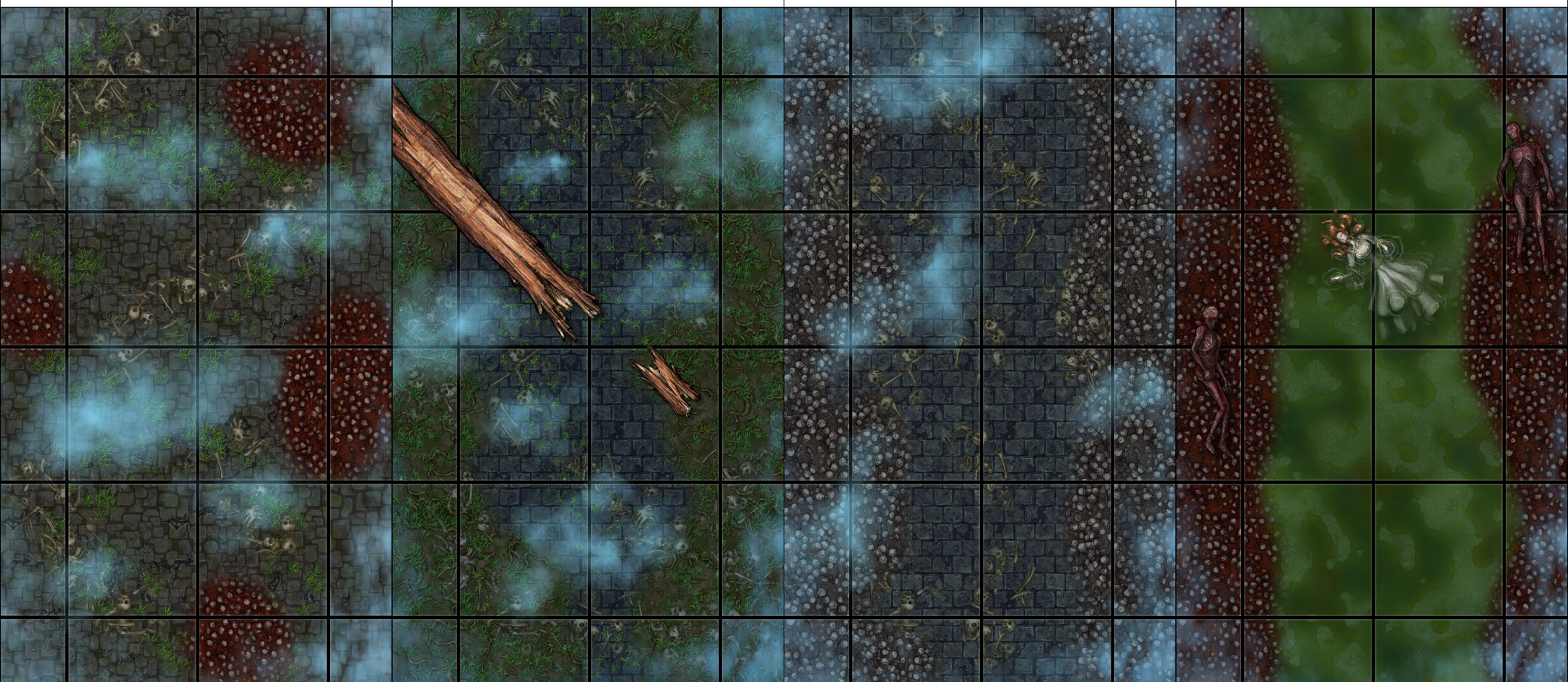


The Journey

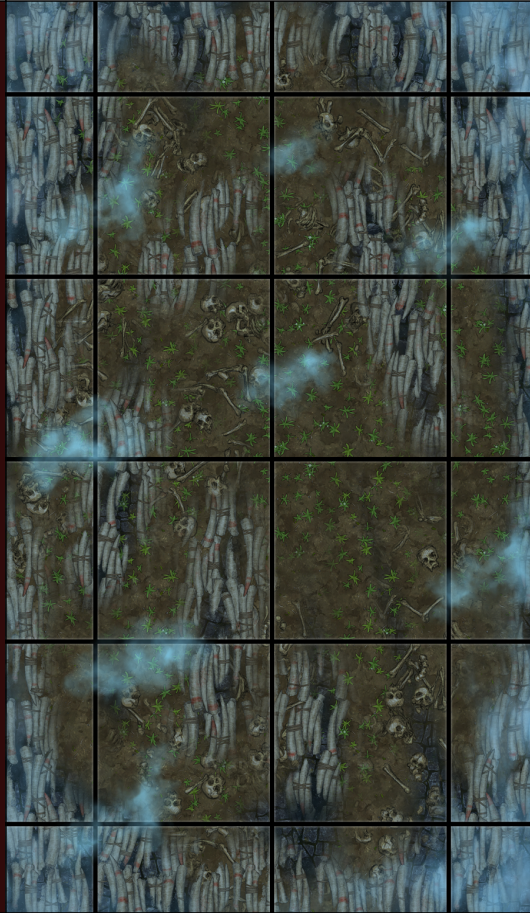


The Journey











Ambush!



Mummies ambush the party!

1 to 2 Heroes = 2 Mummies

3 to 4 Heroes = 3 Mummies

5 Heroes = 4 Mummies

Place the appropriate amount of Mummies on the squares furthest from the Heroes. The Mummies may attack immediately.

Ambush!



Mummies ambush the party!

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Place the appropriate amount of Mummies on the squares furthest from the Heroes. The Mummies may attack immediately.

Ambush!



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1 to 2 Heroes = 2 Mummies

3 to 4 Heroes = 3 Mummies

5 Heroes = 4 Mummies

Place the appropriate amount of Mummies on the squares furthest from the Heroes. The Mummies may attack immediately.

Desert Raiders



You come across mercenaries demanding 20 gold coins from each party member. In order to pass the party must decide to pay the gold or attack them.

If you decide to attack, place 1 Crossbowman and 1 Swordsman on the squares closest to any Hero.

The Heroes have the element of surprise and may attack first.

Mirage



Through the shimmering heat, you glimpse towering spires of white stone rising from the dunes. The promise of a forgotten city pulls you forward. Yet as you crest the final ridge, you see only empty sand stretching to the horizon.

Chasing the mirage slows your progress and adds 1 additional day to the Journey.

Mummy Bounty



A priest of the Sun God has declared the ancient dead an abomination. Those who lay the Mummies back to rest shall be richly rewarded.

While you are traveling the Forgotten Lands, each Mummy that is defeated rewards 25 gold coins.

Oasis



Beyond a rise of wind-swept dunes, you discover a quiet pool surrounded by hardy palms and cool stone.

All Heroes may drink from the pool of water and regain 1 Body Point each.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.



Quicksand



What appears to be solid ground suddenly gives way beneath your feet. The sand pulls at you, heavy and unyielding.

Roll 1 combat die.

White Shield - Escape unharmed.

Black Shield - Loses 1 Body Point.

Skull - Lose 2 Body Points.

Scorching Winds



The air shifts without warning. A blast of blistering wind sweeps across the dunes, carrying stinging sand and suffocating heat.

All Heroes lose 1 Body Point.

Sealed Tomb



Half-buried beneath drifting sand stands a massive tomb. The seal appears unbroken.

Each Hero may draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Sealed Tomb



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Sealed Tomb



Half-buried beneath drifting sand stands a massive tomb. The seal appears unbroken.

Each Hero may draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Tomb Guardian



The sand trembles as ancient stone grinds against stone. From beneath the dunes rises a towering sentinel, carved in the likeness of a forgotten god.

Place a Golem on a space furthest from the Heroes. The Golem may then immediately start their turn.



Undying King



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
4	4	4	4	0

You come across the infamous Undying King. Place the enemy on the square furthest from the Heroes.

The Undying King may then immediately start their turn.

Reward: 1 Relic Coin

Venom Antidote



Half-buried beside a bleached skeleton, you discover a small sealed vial that you recognize as a Venom Antidote.

Record the potion to your character sheet and shuffle this card back into the Journey deck.



Venomous Bite



A sudden hiss breaks the silence. From beneath the sand, a hidden serpent strikes with lightning fangs that pierce flesh, which spreads a burning venom through your veins as the serpent vanishes once more.

You take 2 Body Points of damage unless you have a Venom Antidote or an Anti-Poison Quill in your possession.

Wandering Raptor



A swift, predator crests the ridge, watching you with cautious, intelligent eyes.

Roll 1 combat die.

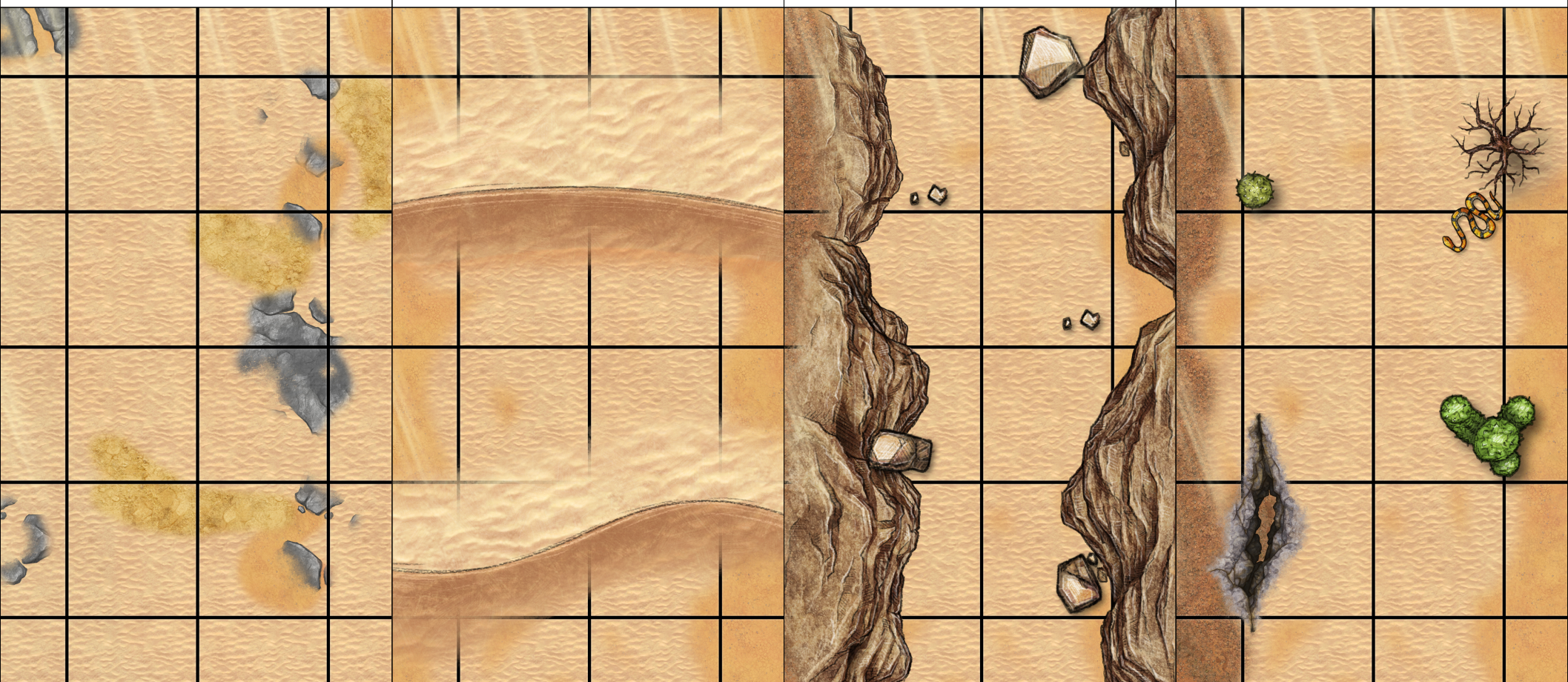
White Shield - The Raptor is befriended and becomes your Ally.

Black Shield - The Raptor flees.

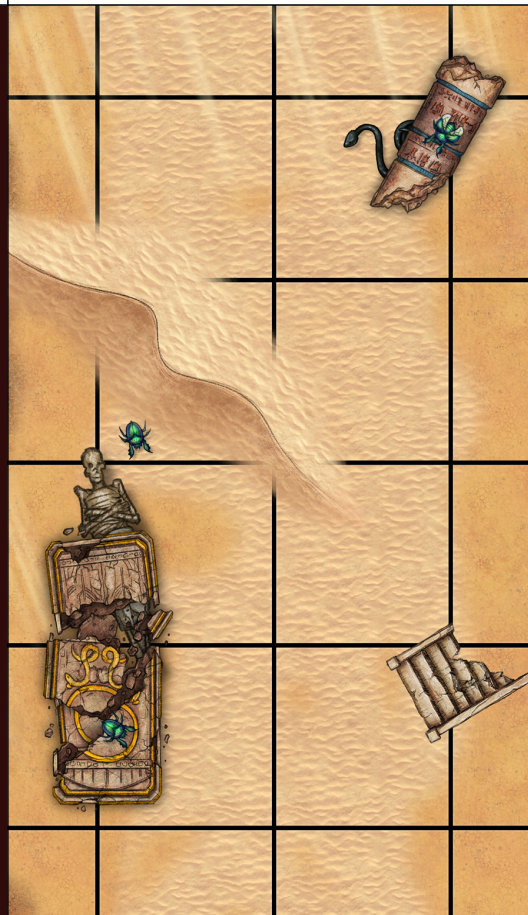
Skull - Fight Raptor.













Ambush!



Yetis ambush the party!

1 to 2 Heroes = 1 Yeti

3 to 4 Heroes = 2 Yetis

5 Heroes = 3 Yetis

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Ambush!



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Ambush!



Yetis ambush the party!

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3 to 4 Heroes = 2 Yetis

5 Heroes = 3 Yetis

Place the appropriate amount of Yetis on the squares furthest from the Heroes. The Yetis may attack immediately.

Frostbound Elixirs



Half-buried in snow lies a shattered wooden crate. Nestled among the splintered planks are two intact vials, preserved by the bitter cold.

You find a Potion of Frost Skin and a Potion of Icy Strength. Record the potions to your character sheet and shuffle the card back into the Journey deck.



Frostmaul

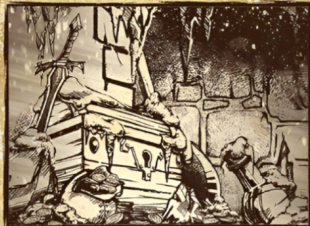


Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	5	4	4	3

You come across the infamous Frostmaul. Place the enemy on the square furthest from the Heroes. Frostmaul may then immediately start their turn.

Reward: 1 Relic Coin

Frozen Cache



Beyond a curtain of hanging icicles lies a chamber sealed in ice. Inside, weapons and coins sit undisturbed.

Each Hero may draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Frozen Cache

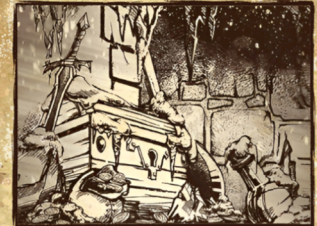


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Each Hero may draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.



Frozen Slope



The ice breaks beneath your step, and you slide helplessly down the frozen slope.

Roll 1 combat die.

White Shield – Regain your footing.

Black Shield – Lose 1 Body Point.

Skull – Lose 1 Body Point and must discard 1 Potion, if you have one.

Ice Storm



Dark clouds churn overhead as jagged shards of ice rain down upon the frozen wastes. The wind howls without mercy, forcing you to seek shelter and wait out the fury.

The storm does not pass quickly and slows your progress. The journey takes 1 additional day.

Icy Crossing



A frozen river blocks your path, its surface glazed smooth beneath drifting snow. The ice creaks softly under your weight.

One careful step at a time, you begin the crossing.

Each Hero rolls 1 combat die as they cross.

White Shield – Crosse safely.

Black Shield – Slip and lose 1 Body Point.

Skull – Slip and lose 2 Body Points.

Icy Specters



Pale shapes drifts across the snow, barely touching the ground. Their form shimmers like frost in moonlight, and their hollow eyes glow with a cold, hateful light.

Place 2 Specters on spaces furthest from the Heroes. The Specters may then immediately start their turn.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Seperated



The Heroes become briefly seperated and each must face a different event.

Each Hero must draw 1 Journey card which applies to that Hero alone.

Treacherous Ice



A thin sheen of frost coats the path ahead. What appears solid proves dangerously slick beneath your step.

A sudden slip sends you to the ground. Something fragile shatters.

You must choose 1 potion to discard. If you are not carrying a potion, nothing happens.

Unnatural Cold



The air turns deathly still. Frost spreads across the ground in unnatural patterns, and your breath freezes before it leaves your lips.

The freezing cold causes the Heroes to each lose 1 Body Point.



Wandering Wolf



A lone wolf watches from a snow-covered ridge — it studies you.

Roll 1 combat die.

White Shield — The Wolf is befriended.

Black Shield — The Wolf flees

Skull — The Wolf attacks. Fight 1 Wolf.

Yeti Bounty



A hunting lodge in the north has posted a reward for the slaying of the savage Yetis that stalk the frozen passes.

While you are traveling the Frozen Lands any Yetis that are defeated reward 25 gold coins each.



The Journey



The Journey



The Journey



The Journey

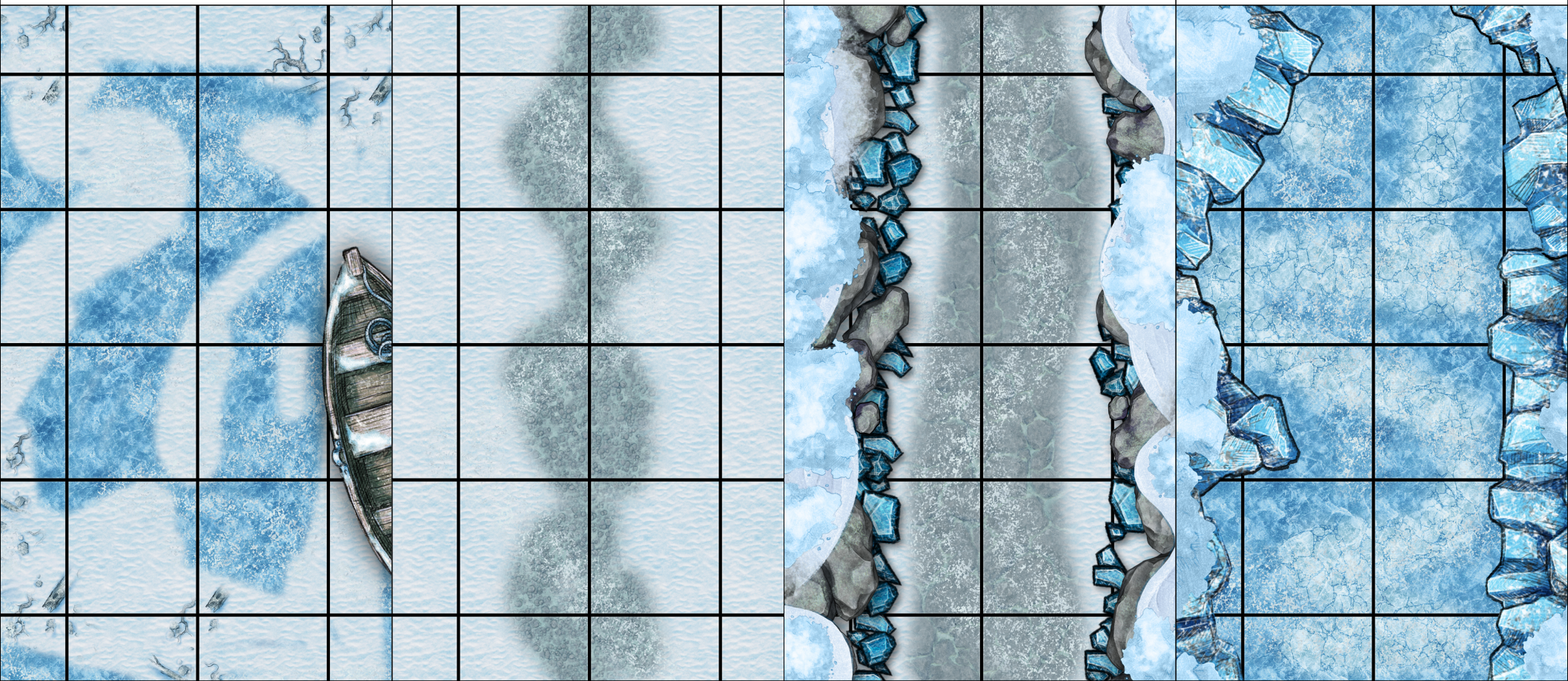


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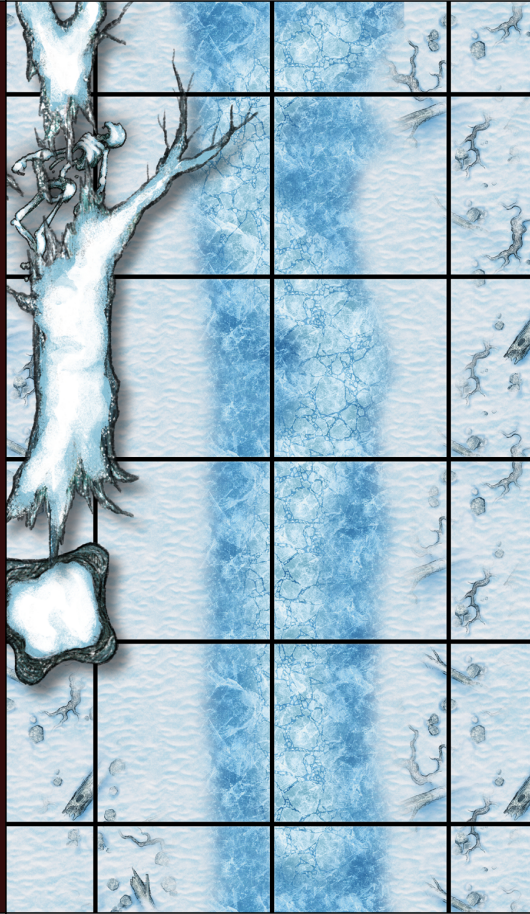


The Journey











Ambush!



Cultists ambush the party!

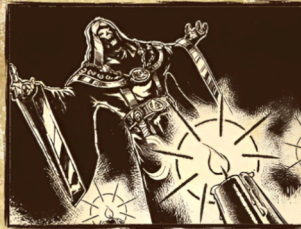
1 to 2 Heroes = 2 Cultists

3 to 4 Heroes = 3 Cultists

4 Heroes = 4 Cultists

Place the appropriate amount of Cultists on the squares furthest from the Heroes. The Cultists may attack immediately.

Ambush!



Cultists ambush the party!

1 to 2 Heroes = 2 Cultists

3 to 4 Heroes = 3 Cultists

4 Heroes = 4 Cultists

Place the appropriate amount of Cultists on the squares furthest from the Heroes. The Cultists may attack immediately.

Ambush!



Cultists ambush the party!

1 to 2 Heroes = 2 Cultists

3 to 4 Heroes = 3 Cultists

4 Heroes = 4 Cultists

Place the appropriate amount of Cultists on the squares furthest from the Heroes. The Cultists may attack immediately.

Bogged Down



Thick, sucking mud grips at your boots with every step. What appears shallow proves treacherous as the marsh pulls downward, refusing to let go.

The clinging mud slows your progress and adds 1 additional day to the Journey.

Bone and Root



From the mire lumbers a hulking mass of roots and bone, crowned with a grinning skull. More rise behind it, dragging themselves from the swamp with wet, scraping sounds.

Place 2 Skullblights on the squares furthest from the Heroes. The Skullblights may attack immediately.

Cultist Bounty



A sealed notice bears the mark of a local magistrate. It warns of robed figures gathering in secret, performing dark rites beneath cover of night.

While you are traveling the Marshlands, each Cultist that is defeated rewards 25 gold coins.

Forgotten Idol



Half-buried in the marsh, the idol's carved eyes stare upward, as if judging your presence.

Roll 1 combat die.

Any Shield - The Idol grants favor. You restore 1 Body Point

Skull - The Idol's gaze curses. You lose 1 Body Point.

Fortune Teller



"The path ahead reveals itself."

A cloaked fortune teller lays tarot cards upon a small table.

Draw 3 Journey event cards and choose which card to resolve.

Shuffle the unresolved cards back into the Journey deck.





Great Serpent



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	4	3	4	3

Venomous

You come across a Great Serpent. Place the enemy on the square furthest from the Heroes. The Great Serpent may then immediately start its turn.

Marsh Guardian



A broad-petaled guardian rises from the water and studies you in silence. After a moment, it parts the reeds to reveal another path.

Draw a Journey event card. You may either choose to keep it and resolve it once you have reached the next Journey tile or discard it now.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Sacred Plant



Half-buried in the mud, you find a Sacred Plant. Though rot surrounds it, the leaves remain vibrant — as if guarded by something older than the swamp.

Record the reagent to your character sheet and shuffle this card back into the Journey deck.

Strange Cocoon



A large silken cocoon hangs from a low branch, swaying in the damp air.

Roll 1 combat die.

White Shield – A grateful traveler is freed. Each Hero gains 20 gold coins.

Black Shield – The cocoon is empty.

Skull – A giant spider bursts free and attacks. You lose 1 Body Point.

Sunken Chest



Half-submerged in black mud, a wooden chest juts from the marsh.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Sunken Chest



Half-submerged in black mud, a wooden chest juts from the marsh.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Sunken Chest



Half-submerged in black mud, a wooden chest juts from the marsh.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.





Swamp Hag



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
4	2	3	4	3

Lightning, Tempest, Rust
You come across a Swamp Hag. Place the enemy on the square furthest from the Heroes. The Swamp Hag may then immediately start their turn.



The Bog Maw



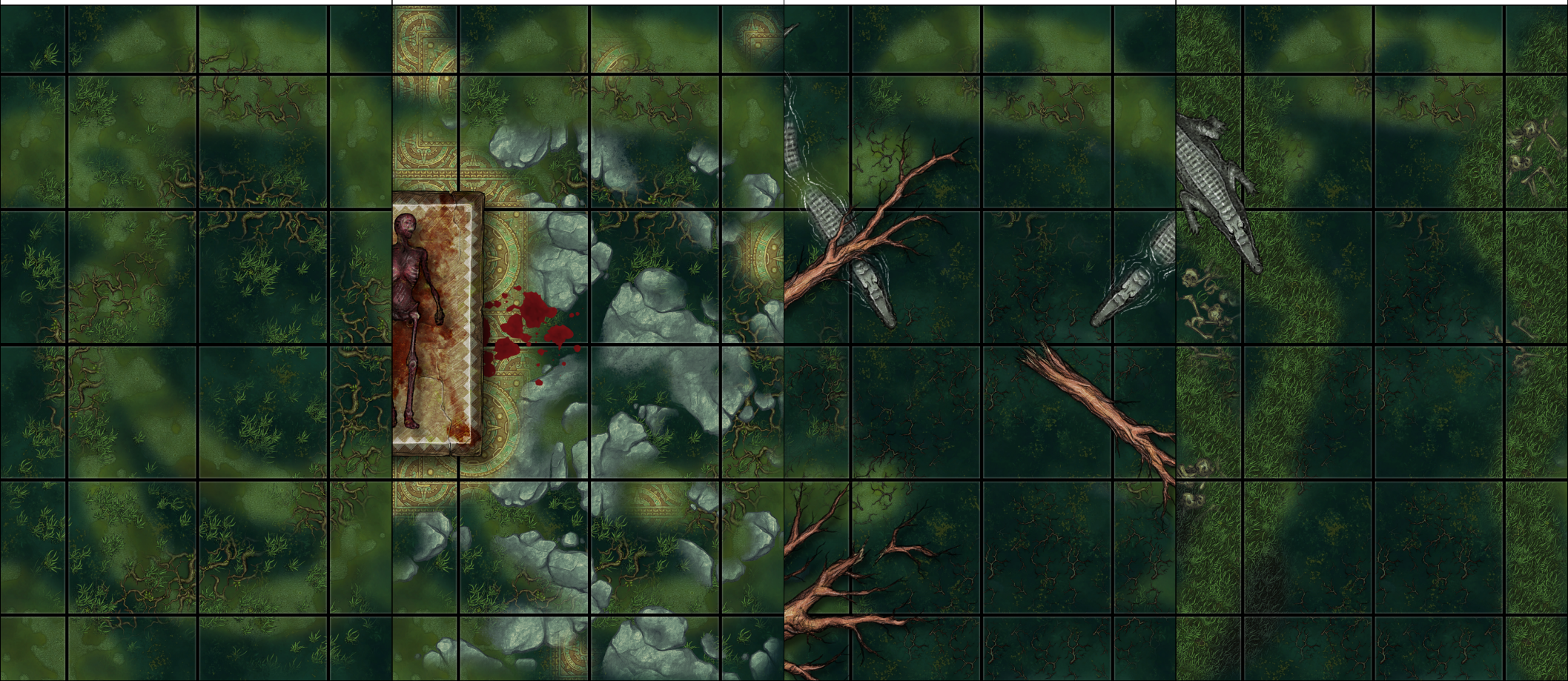
Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
0	5	5	8	0

Attacks Adjacent & Diagonal
You encounter the Bog Maw. Place the Bog Maw tile on one side of the current Journey tile. The Bog Maw may then immediately start its turn.

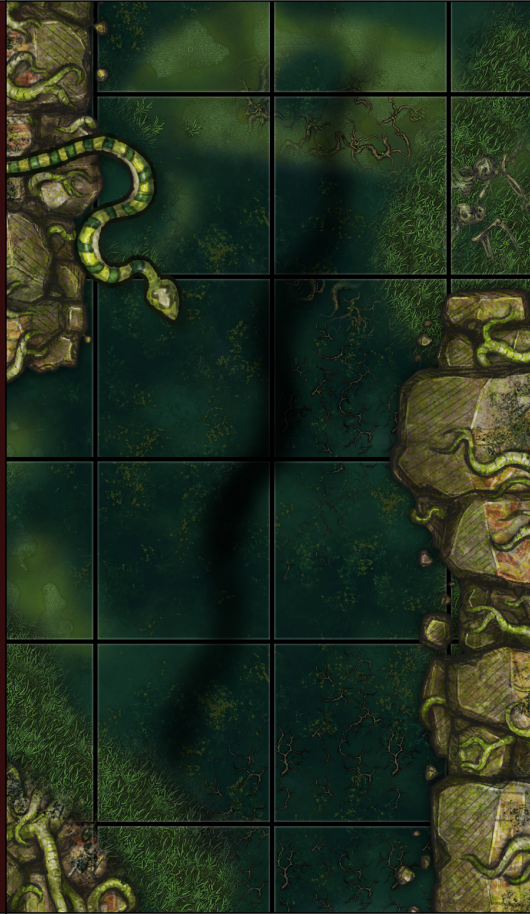
Reward: 1 Relic Coin













Ambush!



Ogres ambush the party!

1 to 2 Heroes = 1 Ogre

3 to 4 Heroes = 2 Ogres

5 Heroes = 3 Ogres

Place the appropriate amount of Ogres on the squares furthest from the Heroes. The Ogres may attack immediately.

Ambush!



Ogres ambush the party!

1 to 2 Heroes = 1 Ogre

3 to 4 Heroes = 2 Ogres

5 Heroes = 3 Ogres

Place the appropriate amount of Ogres on the squares furthest from the Heroes. The Ogres may attack immediately.

Ambush!



Ogres ambush the party!

1 to 2 Heroes = 1 Ogre

3 to 4 Heroes = 2 Ogres

5 Heroes = 3 Ogres

Place the appropriate amount of Ogres on the squares furthest from the Heroes. The Ogres may attack immediately.

Avalanche



A deep rumble echoes across the peaks. Stone breaks loose above you in a thunderous roar.

Each Hero rolls 1 combat die.

White Shield - Avoid avalanche.

Black Shield - Lose 1 Body Point.

Skull - Lose 2 Body Points.

Broken Bridge



A shattered rope bridge sways over a deep chasm. Only a narrow span remains, forcing you to cross one at a time.

Each Hero rolls 1 combat die.

Any Shield - Cross safely.

Skull - Slip and lose 1 Body Point.

Cliffside Chest



On a narrow mountainside outcrop sits a wooden chest, wedged between jagged stones.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Cliffside Chest



On a narrow mountainside outcrop sits a wooden chest, wedged between jagged stones.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Cliffside Chest



On a narrow mountainside outcrop sits a wooden chest, wedged between jagged stones.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.



Gorehorn



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	4	5	6	4

Gore

You come across the infamous Gorehorn. Place the enemy on the square furthest from the Heroes. Gorehorn may then immediately start their turn.

Reward: 1 Relic Coin

Guardian of the Pass



A massive stone sentinel blocks the narrow trail. As you draw near, it stirs to life, its gaze fixed upon those who would cross the pass.

Place a Gargoyle on a square furthest from the Heroes. The Gargoyle may then immediately start its turn.

Mountain Prospector



A grizzled prospector chips at a glittering vein, his satchel heavy with raw gems. He offers a share of the find to those willing to brave the mountain.

All Heroes gain 100 gold coins.

Shuffle this card back into the Journey deck.

Mountain Spring



A clear spring flows from the rock, its cold water offering welcome relief in the harsh mountain air.

You regain 1 Body Point.

Mysterious Merchant



As you are traveling the Mountain Pass, a mysterious merchant appears out of nowhere and offers to sell you a collection of items. Draw 4 cards at random from the Equipment deck or Lost Relics deck (the cards from the Equipment deck are offered at half price). Once all sales have been completed, the mysterious merchant vanishes as quickly as they had appeared.

Narrow Ledge



The path narrows to a thin ledge along a sheer cliff. A sudden gust of wind throws you off balance, sending you tumbling to a lower ledge below.

Lose 1 Body Point.

Ogre Bounty



A weathered notice is nailed to a mountain post, a crude sketch of a hulking Ogre. The reward is generous — the danger, greater still.

While you are traveling the Mountain Pass any Ogres that are defeated reward 50 gold coins each.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.



Steep Climb



The trail rises sharply ahead, forcing you to scale jagged rock and narrow switchbacks. Every step demands effort as loose stone shifts beneath your boots.

Your progress is slowed. The Journey takes 1 additional day.

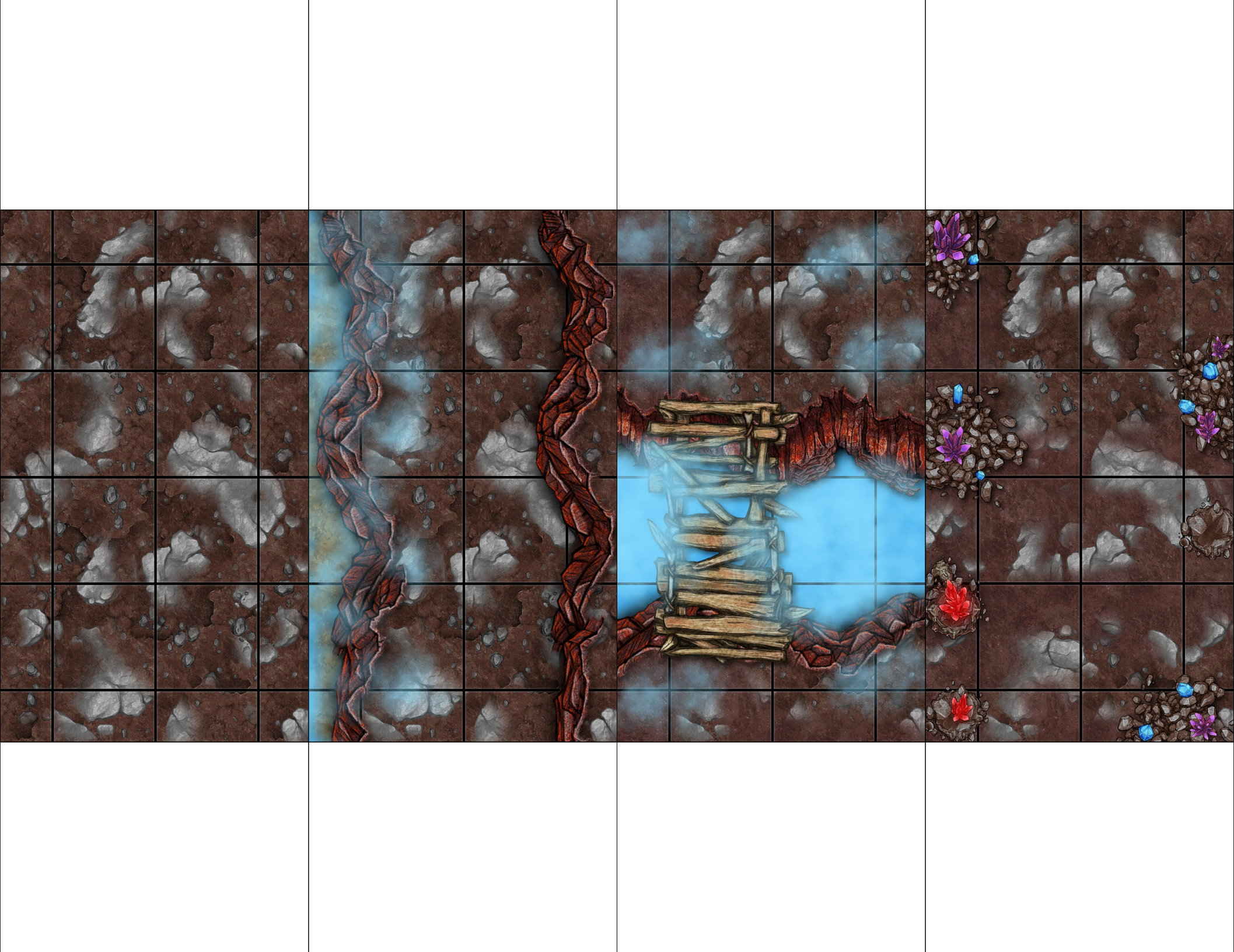
Traveling Ogre



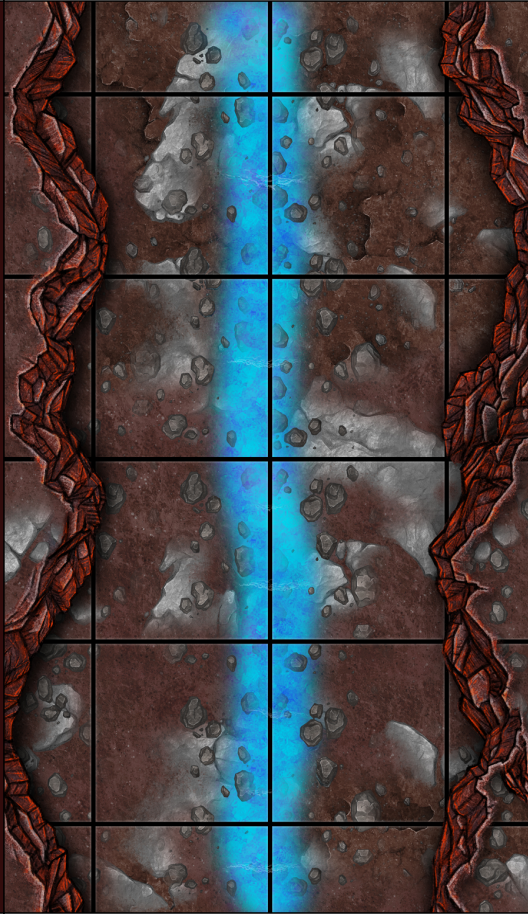
While traveling the Mountain Pass you encounter a traveling Ogre. The mercenary may be hired by any one Hero to accompany them on their next quest for the price of 50 gold coins.













Ambush!



Goblins ambush the party!

1 to 2 Heroes = 2 Goblins

3 to 4 Heroes = 3 Goblins

5 Heroes = 4 Goblins

Place the appropriate amount of Goblins on the squares furthest from the Heroes. The Goblins may attack immediately.

Ambush!



Goblins ambush the party!

1 to 2 Heroes = 2 Goblins

3 to 4 Heroes = 3 Goblins

5 Heroes = 4 Goblins

Place the appropriate amount of Goblins on the squares furthest from the Heroes. The Goblins may attack immediately.

Ambush!



Goblins ambush the party!

1 to 2 Heroes = 2 Goblins

3 to 4 Heroes = 3 Goblins

5 Heroes = 4 Goblins

Place the appropriate amount of Goblins on the squares furthest from the Heroes. The Goblins may attack immediately.

Coin Purse



What luck!

You find a coin purse containing 15 gold coins.

Record the gold to your character sheet and shuffle this card back into the Journey deck.

Coin Purse



What luck!

You find a coin purse containing 25 gold coins.

Record the gold to your character sheet and shuffle this card back into the Journey deck.

Coin Purse



What luck!

You find a coin purse containing 50 gold coins.

Record the gold to your character sheet and shuffle this card back into the Journey deck.



Deathbringer



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	5	5	3	3

You come across the infamous Deathbringer. Place the enemy on the square furthest from the Heroes. Deathbringer may then immediately start their turn.

Reward: 1 Relic Coin

Goblin Bounty

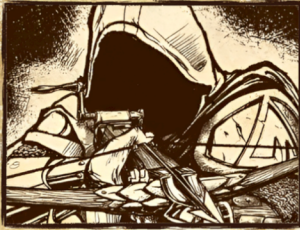


You come upon a bounty board declaring the extermination of all Goblins in the area.

While you are traveling the Open Road, each Goblin that is defeated rewards 25 gold coins.



Highway Tolls



You come across mercenaries demanding 20 gold coins from each party member. In order to pass the party must decide to pay the gold or attack them.

If you decide to attack, place 1 Crossbowman and 1 Swordsman on the squares closest to any Hero.

The Heroes have the element of surprise and may attack first.

Lunar Charm



As you are traveling the open road you find a Lunar Charm.

At any time you may reroll all the dice of any 1 roll. After it has been used you drop it and it becomes lost.

Shuffle the card back into the Journey deck after it has been used.

Mysterious Merchant



As you are traveling the open road, a mysterious merchant appears out of nowhere and offers to sell you a collection of items. Draw 4 cards at random from the Equipment deck or Lost Relics deck (the cards from the Equipment deck are offered at half price). Once all sales have been completed, the mysterious merchant vanishes as quickly as they had appeared.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Restful Camp



A safe night under the stars. Each Hero may recover 1 Body Point and 1 Mind Point.

Seperated



The Heroes become briefly seperated and each must face a different event.

Each Hero must draw 1 Journey card which applies to that Hero alone.

Seperated



The Heroes become briefly seperated and each must face a different event.

Each Hero must draw 1 Journey card which applies to that Hero alone.

Spellkeeper Crystal



You come upon a large crystal formation located on the side of the road. The crystals are radiating with magical energies.

All magic users recover all spells that have been cast while walking the open road or while on the next quest the first spell that is cast is not consumed.



Sudden Storm



Dark clouds gather without warning. Rain lashes the road, and thunder shakes the ground beneath your feet.

Driving wind and heavy rain slow your progress. The journey takes 1 additional day.

Traveling Swordsman



While traveling the open road you encounter a traveling Swordsman. The mercenary may be hired by any one Hero to accompany them on their next quest for the price of 50 gold coins.



The Journey



The Journey



The Journey



The Journey

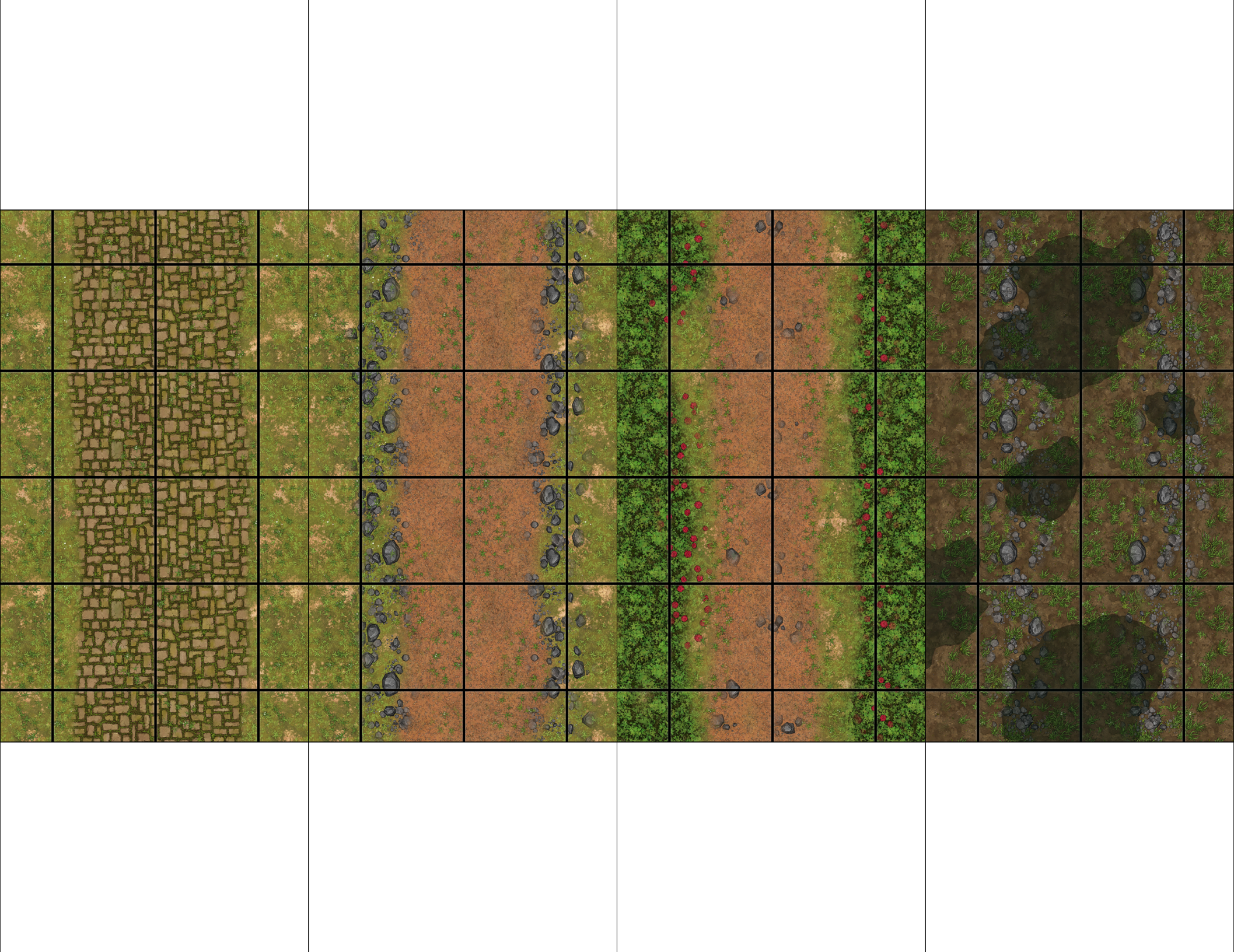


The Journey



The Journey











Ambush!



Orcs ambush the party!

1 to 2 Heroes = 2 Orcs

3 to 4 Heroes = 3 Orcs

5 Heroes = 4 Orcs

Place the appropriate amount of Orcs on the squares furthest from the Heroes. The Orcs may attack immediately.

Ambush!



Orcs ambush the party!

1 to 2 Heroes = 2 Orcs

3 to 4 Heroes = 3 Orcs

5 Heroes = 4 Orcs

Place the appropriate amount of Orcs on the squares furthest from the Heroes. The Orcs may attack immediately.

Ambush!



Orcs ambush the party!

1 to 2 Heroes = 2 Orcs

3 to 4 Heroes = 3 Orcs

5 Heroes = 4 Orcs

Place the appropriate amount of Orcs on the squares furthest from the Heroes. The Orcs may attack immediately.

Ashen Strongbox



Half-buried in soot and blackened stone, you uncover a heavy iron strongbox.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Ashen Strongbox



Half-buried in soot and blackened stone, you uncover a heavy iron strongbox.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Ashen Strongbox



Half-buried in soot and blackened stone, you uncover a heavy iron strongbox.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Blistering Heat



Each breath scorches your throat, and armor grows hot against your skin. The very air trembles with the fury of the molten land.

The Scorched Earth does not need the sun to burn you.

All Heroes lose 1 Body Point.

Emberwyrn



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	4	3	5	6

Ball of Flame

You come across the infamous Emberwyrn. Place the enemy on the square furthest from the Heroes. Emberwyrn may then immediately start their turn.

Reward: 1 Relic Coin



Erupting Flame



The ground trembles beneath your boots. Without warning, a towering column of flame and molten stone erupts from a crack in the earth.

Each Hero rolls 1 combat die.

Any Shield - Avoid the eruption.

Skull - Lose 2 Body Points.

Infernal Gargoyle



Flame burns from its eyes as it spreads jagged wings. This is no statue but a demon in living stone.

Place a Gargoyle on a square furthest from the Heroes. The Gargoyle may then immediately start its turn.

If any skulls are rolled while defending, take 1 additional Body Point of fire damage.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Orc Bounty



A surviving captain of the border guard offers coin for every Orc defeated. The Scorched Earth will not be reclaimed without blood.

While traveling the Scorched Earth any Orcs that are defeated reward 25 gold coins each.

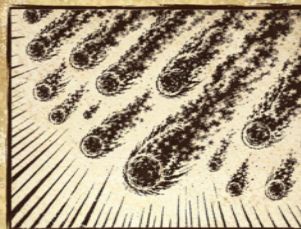
Phoenix Ash



Amid the scorched ruin, you find a vial resting in a nest of warm gray ash. Within it swirls a faint ember, glowing softly as though alive.

Record the artifact to your character sheet and shuffle this card back into the Journey deck.

Rain of Fire



The Scorched Earth answers with fury, as the land becomes a battlefield of falling flame.

Each Hero rolls 1 combat die.

White Shield - Avoid the falling flames.

Black Shield - Lose 1 Body Point.

Skull - Lose 2 Body Points.

Seared by Flame



A burst of fire erupts from the cracked earth, washing over you in blistering heat.

The flames vanish quickly, but the burn remains.

You immediately take 2 Body Points of damage and roll 1 less Combat die on your next attack.

Shroud of Smoke



Dense, choking smoke blankets the land, rising from smoldering fissures and drifting low across the blackened ground.

Visibility drops to only a few paces ahead, and each breath burns your throat. Your progress becomes slow. The journey takes 1 additional day.



The Smoldering Dead



What you thought were lifeless bones suddenly shift. As Falls away as skeletal forms pull themselves upright, their joints glowing with inner fire.

Place 3 Skeletons on the squares furthest from the Heroes. The Skeletons may then immediately start their turn.

Traveling Scout



While traveling the Scorched Earth you encounter a traveling Scout. The mercenary may be hired by any one Hero to accompany them on their next quest for the price of 50 gold coins.



The Journey



The Journey



The Journey



The Journey

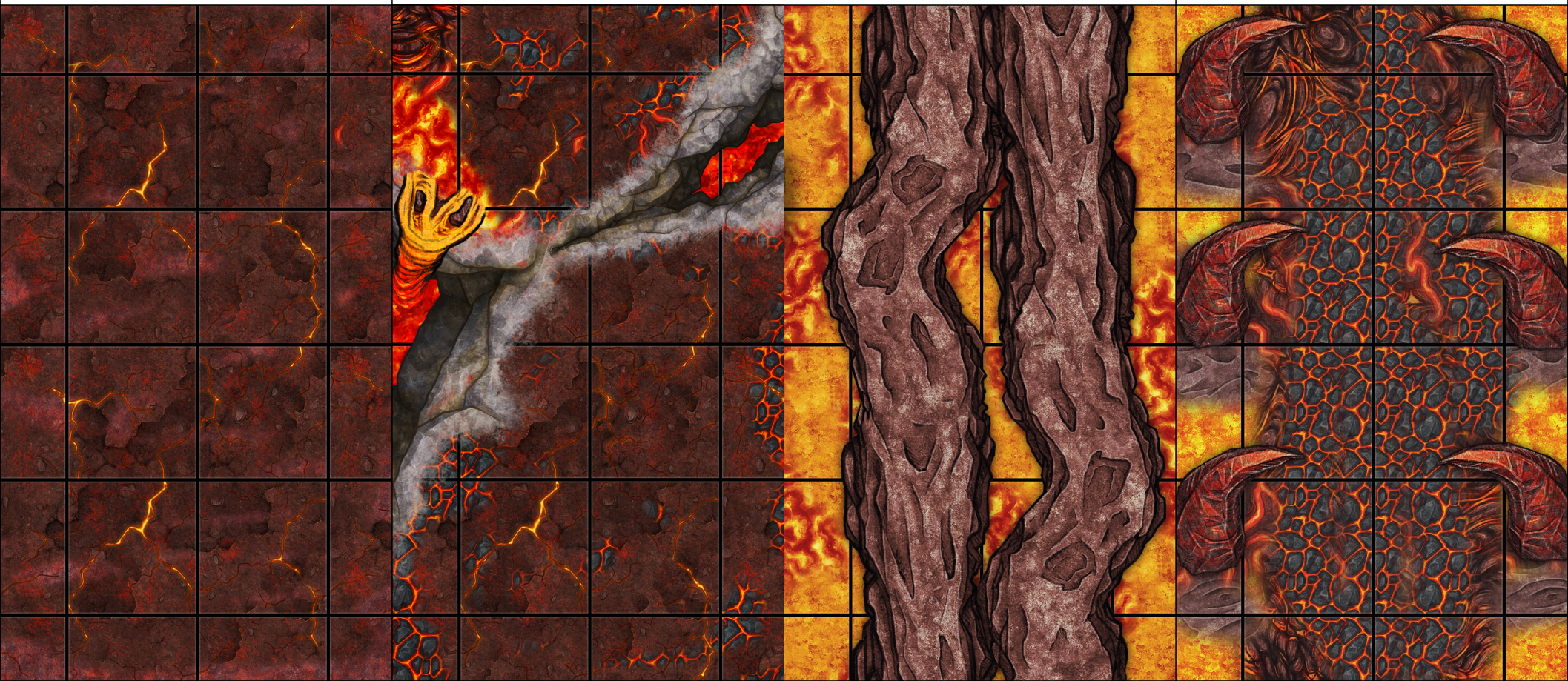


The Journey

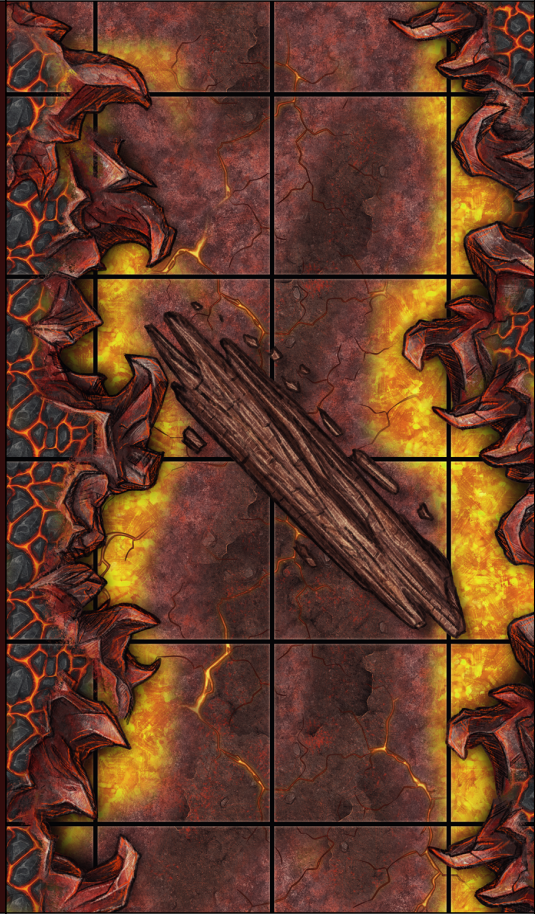


The Journey











Ambush!



Abominations ambush the party!

1 to 2 Heroes = 2 Abominations

3 to 4 Heroes = 3 Abominations

5 Heroes = 4 Abominations

Place the appropriate amount of Abominations furthest away from the Heroes. The Abominations may attack immediately.

Ambush!



Abominations ambush the party!

1 to 2 Heroes = 2 Abominations

3 to 4 Heroes = 3 Abominations

5 Heroes = 4 Abominations

Place the appropriate amount of Abominations furthest away from the Heroes. The Abominations may attack immediately.

Ambush!



Abominations ambush the party!

1 to 2 Heroes = 2 Abominations

3 to 4 Heroes = 3 Abominations

5 Heroes = 4 Abominations

Place the appropriate amount of Abominations furthest away from the Heroes. The Abominations may attack immediately.

Abomination Bounty



A solemn decree has been issued: Abominations must be destroyed wherever they are found.

While you are traveling Shipwreck Cove, each Abomination that is defeated rewards 25 gold coins.

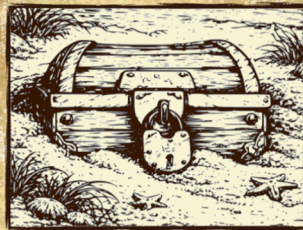
Buried Treasure



A weathered chest lies buried where the tide once ruled. Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Buried Treasure



A weathered chest lies buried where the tide once ruled. Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Buried Treasure



A weathered chest lies buried where the tide once ruled. Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Calm Waters



The waters here are strangely clear, untouched by rot or salt. You kneel at the edge and drink. You regain 1 Body Point.



Crashing Wave



A thunderous roar rises from the sea. Before you can react, a towering wave surges over the shore, knocking you into the sea.

You lose your most expensive potion that is not an artifact or relic.

Dragged Beneath



Without warning, something seizes your leg and pulls you into the crashing surf. The cold sea closes overhead as you struggle against the unseen grip.

With a desperate effort, you break free and stagger back to shore — soaked, shaken, and wounded.

You lose 1 Body Point as you escape the water.



Dreadblade



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	4	4	3	3

Summon Undead

You come across the infamous Dreadblade. Place the enemy on the square furthest from the Heroes. Dreadblade may then immediately start their turn.

Reward: 1 Relic Coin

Drowned Dead



Shapes stir beneath the dark surf. Waterlogged forms drag themselves from the tide, their weapons rusted and their movements slow but relentless.

Place 2 Skeletons on the squares furthest from the Heroes. The Skeletons may then immediately start their turn.

Friendly Fishermen



Seeing your weary march, a pair of fishermen offer cautious smiles and share what they know of the coast ahead.

Draw a Journey event card. You may either choose to keep it and resolve it once you have reached the next Journey tile or discard it now.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

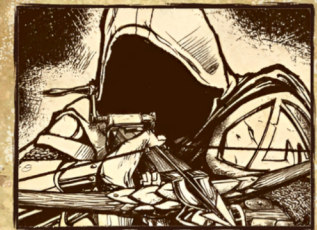
Draw 2 Journey cards and resolve them both.

Salvaged Supplies



Scattered across the ship wreckage you find a cache of untouched supplies. All Heroes may either draw a Treasure card or an Alchemy card. If a Wandering Monster is drawn shuffle it back into the deck and draw again.

Smuggler's Toll



You come across mercenaries demanding 20 gold coins from each party member. In order to pass the party must decide to pay the gold or attack them.

If you decide to attack, place 1 Crossbowman and 1 Swordsman on the squares closest to any Hero.

The Heroes have the element of surprise and may attack first.



Sudden Squall



Without warning, dark clouds roll across the horizon. Wind howls through the cove as rain lashes the shore and waves crash violently against the wreckage.

Sand stings your eyes and footing becomes treacherous. For a time, progress slows. The Journey take 1 additional day.

The Cursed Chest



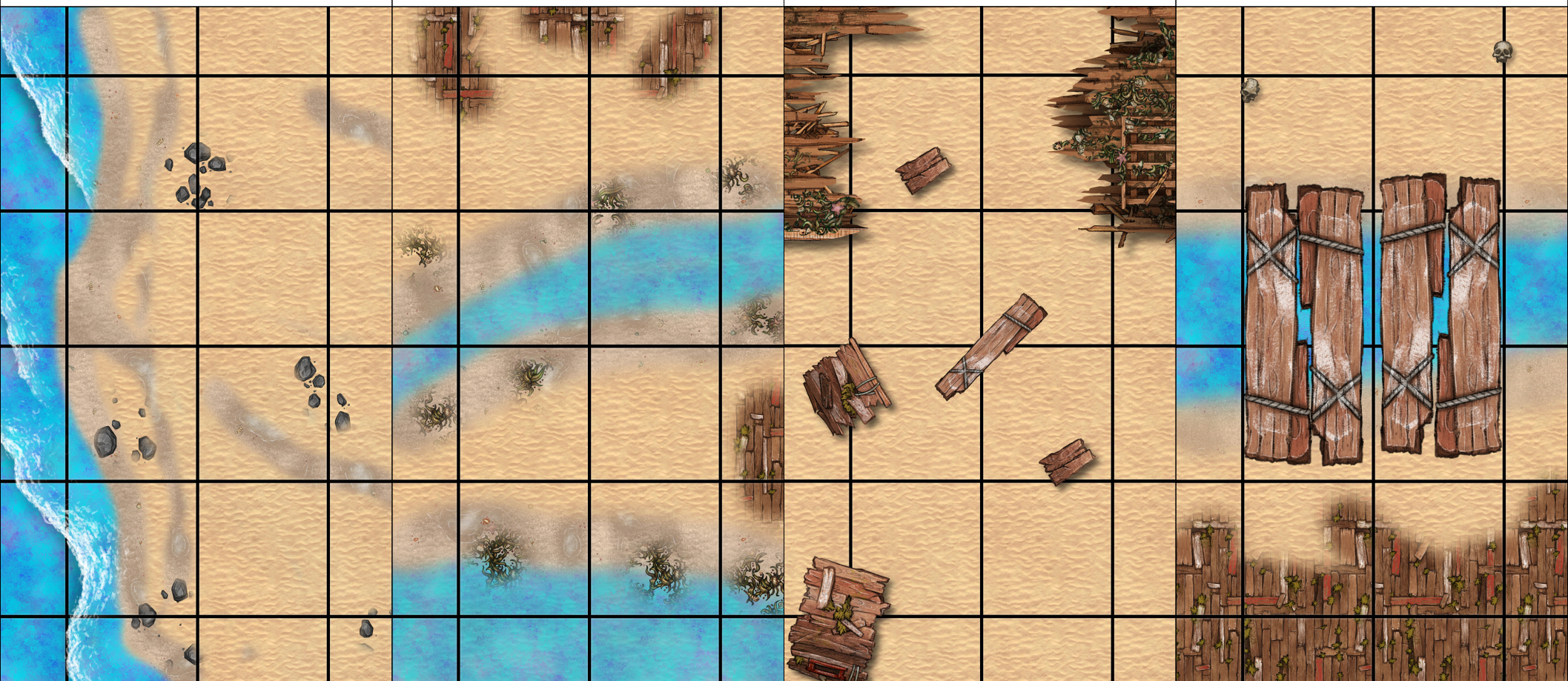
An iron-bound chest rests where the tide could not claim it. Yet a chill lingers in the air, waiting for the price to be paid.

Draw a Treasure card then roll 3 combat dice. For each Skull rolled you take 1 Body Point of damage.

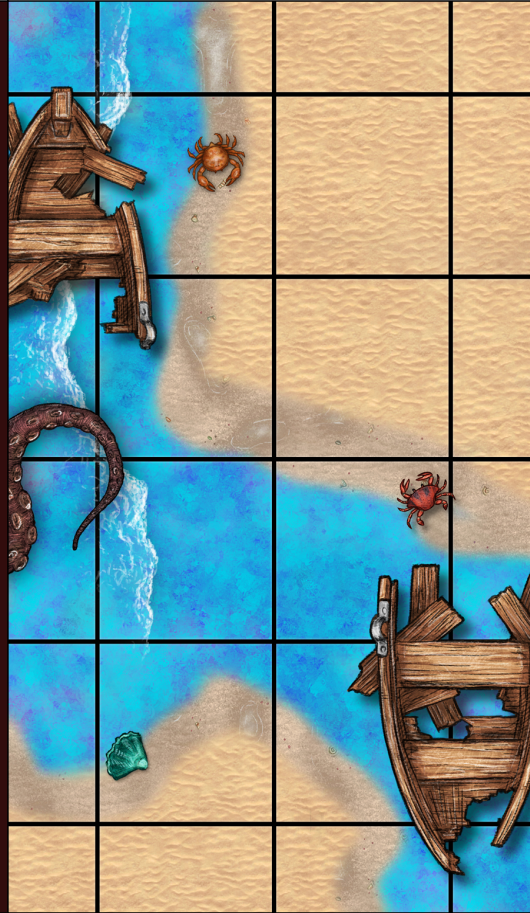
Ignore Wandering Monster or Trap cards.













Bad Omen



A woman in a flowing white gown glides through the tavern, her eyes calm and knowing—she whispers that luck has turned against you.

For the entirety of the next quest, add an additional *Wandering Monster* for each *Wandering Monster* card is drawn.

Barmaid's Favor



A wink, a whispered promise, and a heavy purse—or another night's luck. Gain 20 gold coins or draw another Tavern card.

Behind Iron Bars



Your night of revelry ends with a clang of metal and the cold scent of stone walls. The local watch decides you need to sober up the hard way.

You may choose to pay a 25 gold coin fine or spend the night in jail and lose your first turn on the next quest.

City Guard



The guards approach as you begin to enter the tavern and accuse you of starting a brawl the last time you were here. Whether it's true or not they demand that you pay 50 gold coins if you wish to enter.

You may either pay the gold to enter and draw another *Tavern* card or choose not to pay and try your luck on your next visit.

Cold Fire



A pile of unlit logs rests in the hearth, offering no warmth, leaving the tavern colder than expected.

Drinking Contest



Upon taking your seat you are approached by a dwarf who challenges you to a drinking contest. Roll 1 movement die.

- 1 = gain 50 gold coins
- 2 = you spill your drink
- 3 = lose 50 gold coins
- 4 = drop a potion if carrying one
- 5 = win double, gain 100 gold coins
- 6 = walk away or choose to reroll

Fire!



The tavern is suddenly consumed by flames. Smoke and fire burst forth, forcing patrons to scatter as the tavern burns. What was once a warm and lively place moments ago is now a roaring inferno of wood and shadow.

Heroes may not draw anymore *Tavern* cards until the next quest has been completed, even if a Hero has yet to draw a card.

Fortune Teller



The cards are hazy... a choice awaits, but only you can see it. Roll 1 combat die to reveal your future.

Skull = Gain 1 Attack die for the entirety of your next quest.

White Shield = Gain 1 Defend die for the entirety of your next quest.

Black Shield = Lose 1 Body Point for the entirety of your next quest.



Good Omen



A woman in a flowing white gown glides through the tavern, her eyes calm and knowing—she whispers that luck favors you. On your next quest you may reroll any one die once.

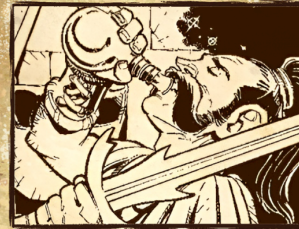
Herbal Tonic



The barkeep discreetly passes you a tonic under the counter. The tonic steadies your mind and clears away fatigue.

For the entirety of the next quest, you gain 1 extra Mind Point.

A Heroic Brew!



As you make your way towards the exit you spot an unopened bottle on a table. This bottle was left behind by a fellow adventurer. Experience tells you that this is indeed a potion of Heroic Brew.

Search the *Treasure* deck for a Heroic Brew and add it to your inventory.

Hero's Welcome



A rowdy cheer meets your arrival, as strangers toast to you as if a great victory has already been won. Draw two *Tavern* cards and pick one.

Hidden Cache



Tucked behind a loose floorboard, this secret stash holds a treasure waiting to be claimed. Draw one random *Treasure* card immediately. Ignore any trap or *Wandering Monster* cards.

Holy Blessing



An injured priest stumbles into the tavern. You and your companions rush to tend to their injuries and offer comfort. You feel a power in their words as the priest whispers a prayer to you.

For the entirety of the next quest, you may roll 1 extra Defend die against undead monsters.

Knife in the Dark



Shadows cling to the corners of the tavern, and a glint of steel flashes before you realize it. Roll 1 combat die.

Skull = lose 50 gold.

White Shield = nothing

Black Shield = lose 1 Body Point at the start of the next quest.

Lucky Charm



Won in a smoky tavern game, this charm bends fortune your way. Once during the next Quest, change one skull rolled against you into a shield.



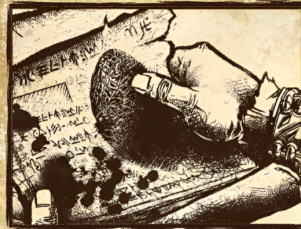
Monster Informant



The informant, cloaked in a dark hood, lets their gaze flicker over armor, weapons, and coinpurses, making mental notes for the monsters who crave their next prey.

On the next quest, the first revealed room automatically contains a *Wandering Monster*.

Old Map



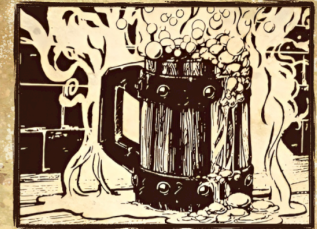
Once valuable, now little more than tavern clutter, the map's meaning can no longer be made out.

Overcooked Stew



A bubbling pot tended to by an orc with more enthusiasm than skill. The stew reeks and offers nothing of value.

Perfect Pint



A hearty swig of the tavern's finest, and you feel invincible. On your next quest you may ignore all damage from a single attack of your choosing.

Pickpocket!



While you are distracted by the tavern's rowdy cheer, a pickpocket lightens your purse. Lose 50 gold (or all if you have less).

Poisoned Ale



You raise the mug, unaware of the dark addition stirred in—your health will pay the price. Lose 1 Body Point for the entirety of the next quest.

Roll of Luck



The tavern crowd leans in as you roll the die across the sticky table—fate hangs in the balance! Roll 1 combat die.

Skull = gain 30 gold coins
White Shield = nothing
Black Shield = lose 30 gold

Rough Morning

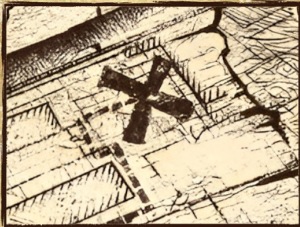


You stir on the hard floorboards, the taste of stale ale and yesterday's smoke still thick in your mouth as your head pounds from last night's revelry.

For the entirety of the next quest, you have 1 less Mind Point.



Secret Passage Map



Slipped to you under the table with a wink and a warning, this tattered map hints at hidden routes. At the start of your next quest, one secret door is revealed. If there are no secret doors, you disregard the map as a fake.

Shared Stories



You sit with fellow travelers, swapping tales of victories, narrow escapes, and hard-won lessons. Laughter and wisdom flow as freely as the ale.

On the next quest, you may ignore the first attack on your *Mind*.

Spilled Ale



The bottle shatters at your feet and spills ale across the floor—no real harm done, just bruised pride.

Strength Contest



The tavern hushes as you lock hands across the table with another patron; cheers rise and mugs shake with every push and pull.

Roll 1 combat die for every 2 Body Points that you have. If you roll 2 skulls you win 50 gold coins, if not you lose 50 gold coins.

Tavern Brawl



It all happened so quickly. Nobody knows how it started, but what followed was chaos! Roll 3 combat dice! You must successfully defend against 2 Skulls.

Succeed - draw another *Tavern* card.

Fail - lose 1 Body Point at the start of the next quest, for each unsuccessful defend.

Thrown in Jail



Your revelry goes too far. By dawn, you and your companions wake on cold stone floors behind locked bars.

Each Hero must pay a fine of 25 gold coins. Any Hero that has not drawn a *Tavern* card may not do so until their next visit to the tavern.

Thrown Out!



The barkeep's patience has ended; you and your friends are shown the exit before anyone can enjoy another drink. No hero may draw a *Tavern* card until their next visit, even if they have yet to draw a card.

Unexpected Friend



Cheese for the Mouse - You share a bit of cheese with a tavern mouse. It squeaks happily.



Vermin Fever



A lone rat slips between the tables, unseen, but its touch turns the tavern's food into a source of nausea and fever.

For the entirety of the next quest you have 1 fewer Body and Mind Points.

Veteran Mercenary



A seasoned sellsword watches your back, growling warnings before danger strikes. Ignore the first *Wandering Monster* you encounter on the next quest.

Warm Hearth



The crackling fire and hearty fare soothe your wounds and lift your spirits. Start the next quest with 1 extra Body Point. You lose the extra Body Point once you receive damage.

Tavern Rules

The **Tavern** deck is a set of cards created to add some variety to your favorite dungeon crawler game and spice up the events in between **Quests**. Players don't need to study any additional rules because everything you need to know is written on the cards. In between non-continuous **Quests**, players may visit the **Tavern** by drawing a card. Players then follow the instructions written on the card. Once all Players have resolved their cards, the cards are then shuffled back into the deck to be used for the next visit to the **Tavern**. You never know what will happen during each visit.



Tavern



Tavern



Tavern



Tavern



Ambush!



Elves ambush the party!

1 to 2 Heroes = 1 Warrior, 1 Archer

3 to 4 Heroes = 2 Warriors, 2 Archers

5 Heroes = 1 Magus Guard, 3 Archers

Place the appropriate amount of Elves on the squares furthest from the Heroes. The Elves may attack immediately.

Ambush!



Elves ambush the party!

1 to 2 Heroes = 1 Warrior, 1 Archer

3 to 4 Heroes = 2 Warriors, 2 Archers

5 Heroes = 1 Magus Guard, 3 Archers

Place the appropriate amount of Elves on the squares furthest from the Heroes. The Elves may attack immediately.

Ambush!



Elves ambush the party!

1 to 2 Heroes = 1 Warrior, 1 Archer

3 to 4 Heroes = 2 Warriors, 2 Archers

5 Heroes = 1 Magus Guard, 3 Archers

Place the appropriate amount of Elves on the squares furthest from the Heroes. The Elves may attack immediately.



Broodmother

Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	5	4	4	4

Venomous

You come across the infamous Broodmother. Place the enemy on the square furthest from the Heroes. Broodmother may then immediately start their turn.

Reward: 1 Relic Coin

Elven Bounty



A weathered notice hangs from a split tree trunk, sealed with wax and stamped by a distant lord. It offers coin for the capture — or death — of Elven scouts said to roam these woods.

While you are traveling in the Woodlands, each Elf that is defeated rewards 25 gold coins.

Entangling Vines



Without warning, thorned vines lash out from the undergrowth, coiling around your legs and weapons.

Roll 1 combat die.

Any Shield - Break Free unharmed

Skull - Progress is slowed. The Journey takes 1 additional day.

Fey Crossing



A soft glow flickers between the trees. A fairy circles you once, trailing sparkling dust, and with a playful gesture taps your brow. A warmth spreads through your mind, clearing fatigue and restoring forgotten words of power.

You may regain all spells that have been cast while traveling in the Woodlands.

Fountain of Renewal



Hidden among moss-covered stones, you discover a small fountain fed by a clear spring. The water flows softly, untouched by the wild growth around it.

All Heroes drink the fountains water and regain 1 Body Point.



Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Potion of Serpent's Blood



Resting atop a flat stone in a shadowed clearing, you find a Potion of Serpent's Blood.

Record the potion to your character sheet and shuffle this card back into the Journey deck.

Rootbound Chest



Wedged deep within the thick roots of an ancient tree, you spot a wooden chest wedged in place.

Draw a Treasure Card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

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Shuffle this card back into the Journey deck.

Spawnlings



The forest floor shifts beneath your boots. From hollow logs and tangled roots, snakes, spiders, and biting insects surge forth in a writhing swarm.

Each Hero rolls 1 combat die.

Any Shield - Repel the swarm.

Skull - Lose 1 Body Point

Traveling Crossbowman



While traveling the Woodlands you encounter a traveling Crossbowman. The mercenary may be hired by any one Hero to accompany them on their next quest for the price of 50 gold coins.

Wandering Herbalist



You encounter a traveler kneeling among the ferns. The herbalist studies you with knowing eyes and offers remedies gathered from the deep woods.

Draw 4 cards from the Alchemy deck. The Heroes may buy these potions for 100 gold coins each.



Wandering Saberfang



A Saberfang steps from the trees, growling as it decides whether you are prey... or ally

Roll 1 combat die.

White Shield - The Saberfang is befriended and becomes your Ally.

Black Shield - The Saberfang flees.

Skull - Fight Saberfang.

Wolf Ambush!



Giant Wolves ambush the party!

1 to 2 Heroes = 1 Wolf

3 to 4 Heroes = 2 Wolves

5 Heroes = 3 Wolves

Place the appropriate amount of Wolves on the squares furthest from the Heroes. The Wolves may attack immediately.





